Non-Parametric Path Based Model for Taxonomy Induction in Knowledge Graphs

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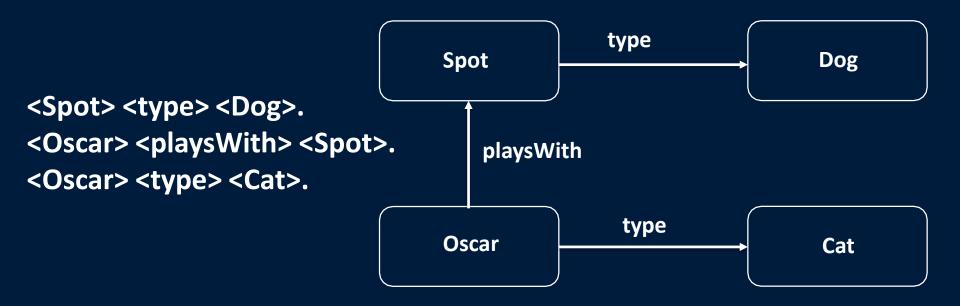
Knowledge Graphs

- Triples are how data is stored in a knowledge graph
 - Links a <u>subject</u> (head) to and <u>object</u> (tail) via a <u>predicate</u>



Knowledge Graphs

Put triples together and you get a knowledge graph





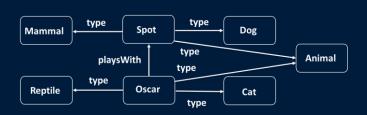
Class Taxonomies

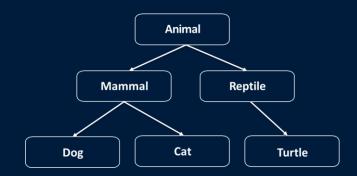
Class taxonomies define a <u>hierarchy</u> between classes in a knowledge graph

```
<owl:Class rdf:ID="Dog">
 <rdfs:subClassOf rdf:resource="#Mammal" />
                                                                                     Animal
</owl:Class>
<owl:Class rdf:ID="Cat">
 <rdfs:subClassOf rdf:resource="#Mammal" />
</owl:Class>
<owl:Class rdf:ID="Turtle">
 <rdfs:subClassOf rdf:resource="#Reptile" />
                                                                 Mammal
                                                                                                       Reptile
</owl:Class>
<owl: Class rdf:ID="Mammal">
 <rdfs:subClassOf rdf:resource="#Animal" />
</owl:Class>
<owl:Class rdf:ID="Reptile">
 <rdfs:subClassOf rdf:resource="#Animal" />
</owl:Class>
                                                                                       Cat
                                                                                                                      Turtle
                                                      Dog
```

Problem

 How can we automatically induce a <u>class taxonomy</u> from an otherwise <u>flat</u> <u>knowledge graph</u>?





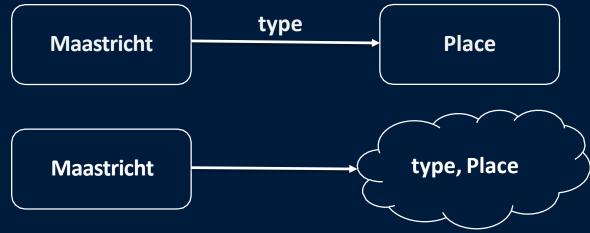
Problem

 How can we automatically induce a <u>class taxonomy</u> from an otherwise <u>flat</u> <u>knowledge graph</u>?



Restructuring

- Leverage the predicate which relates an entity to its class and <u>restructure</u> a knowledge graph to entities and tags
- Tags are defined as <u>predicate-object pairs</u>



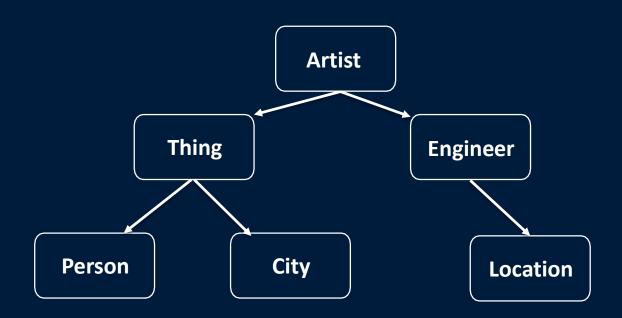


Proposed Model

- Restructuring the knowledge graph allows us to leverage ideas from topic models such as <u>Hierarchical Latent Dirichlet Allocation (hLDA)</u>
- Our proposed model is comprised of <u>three components</u>:
 - Subject paths (Nested Chinese Restaurant Process in hLDA)
 - Tag paths (Nested Chinese Restaurant Process in hLDA)
 - Tag levels (Stick-breaking Process in hLDA)
- The taxonomy is learned through simulated annealing
 - Local search through a space by generating <u>candidate solutions</u> and probabilistically accepting them



Tags create a hierarchy defined by their **paths** and **level allocations**



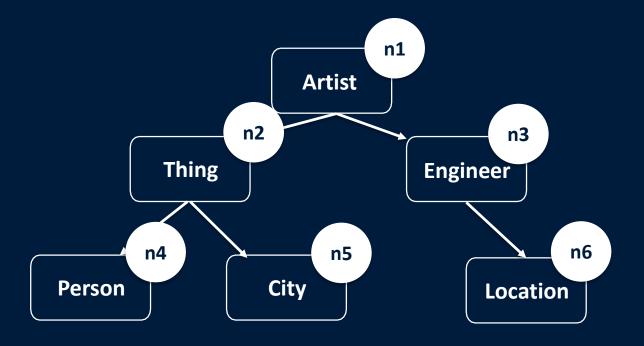
Tags create a hierarchy defined by their **paths** and **level allocations**

For example, the tag

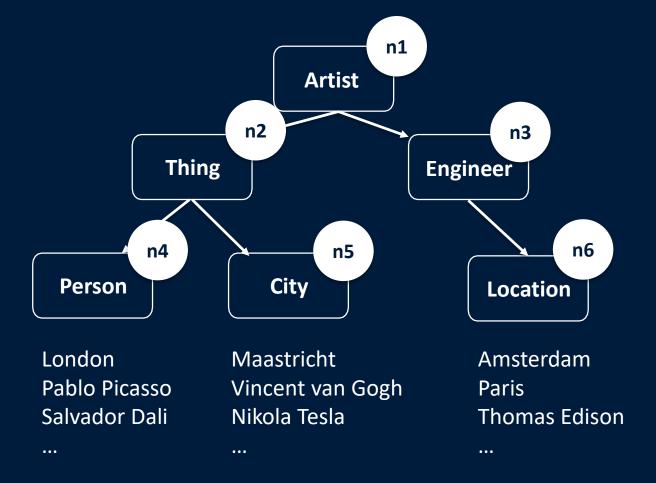
Engineer has:

Path: [n1, n3, n6]

Level: 2



Subjects are allocated to paths

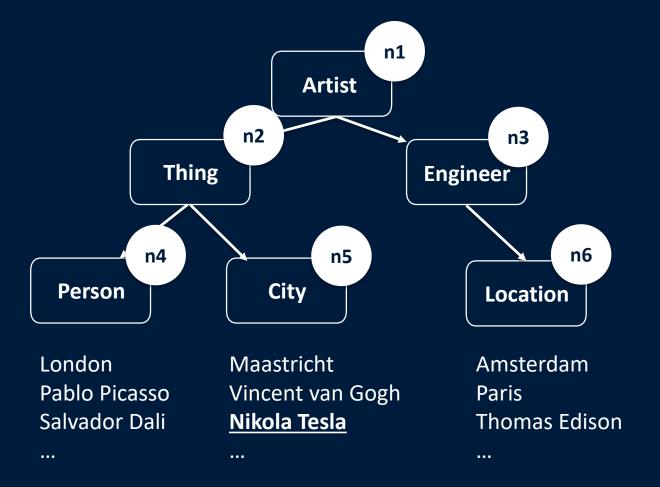




Subjects are allocated to paths

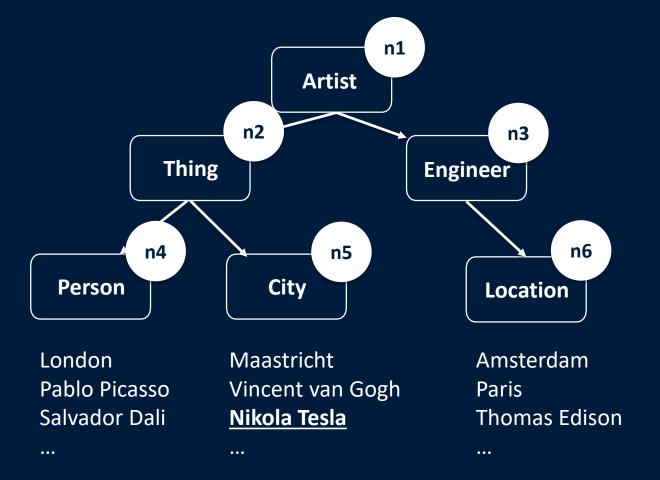
For example, the subject **Nikola Tesla** has:

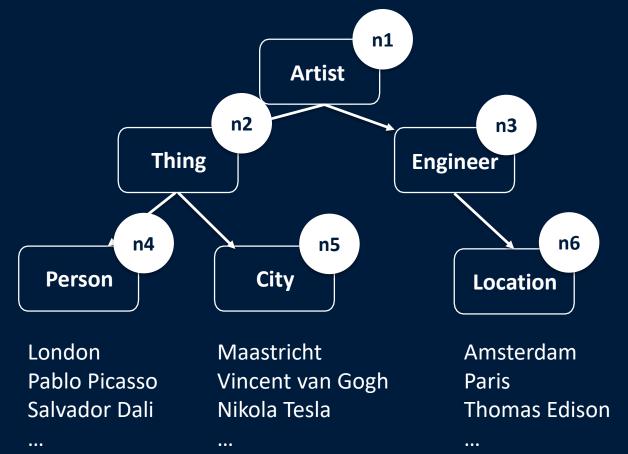
Path: [n1, n2, n5]



To generate a new candidate tree we must:

- Update subject paths
- 2. Update tag paths
- 3. Update tag levels

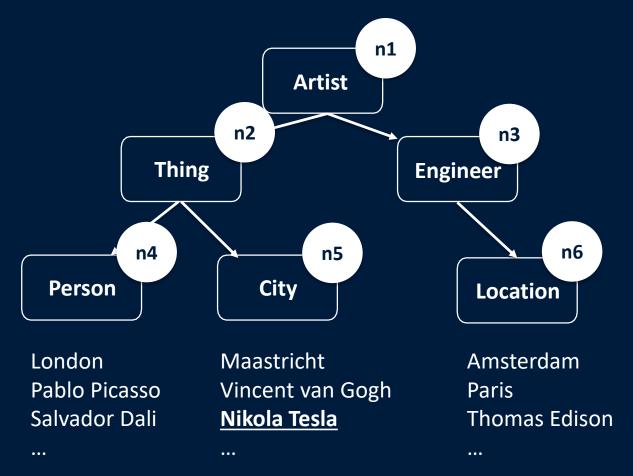






Choose a subject at random. Let's say

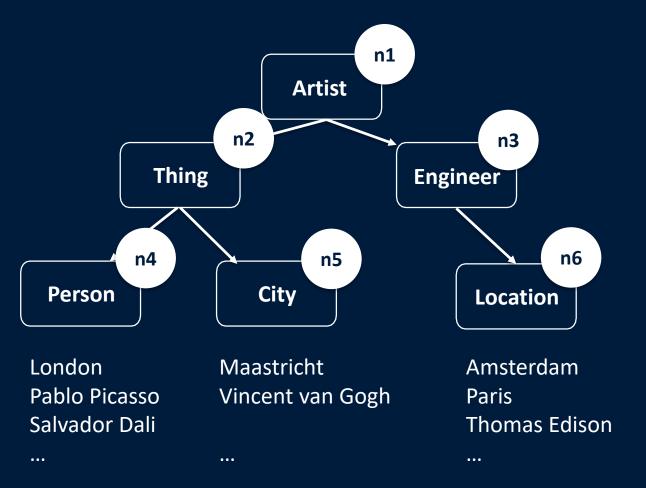
Nikola Tesla





Choose a subject at random. Let's say
Nikola Tesla

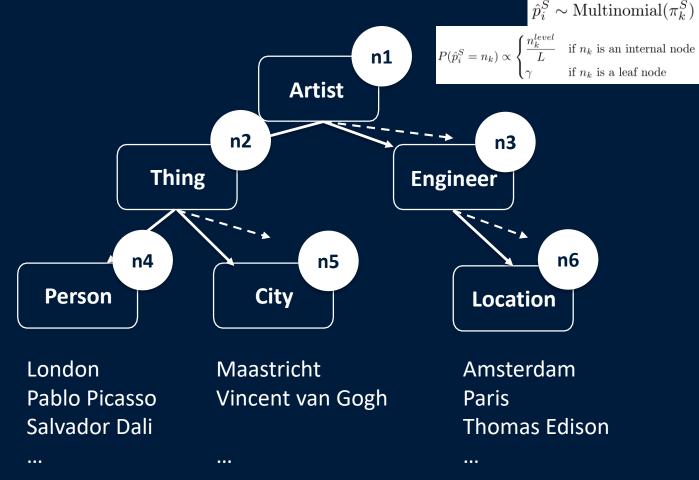
Remove Nikola Tesla from the tree



Choose a subject at random. Let's say **Nikola Tesla**

Remove Nikola Tesla from the tree

Sample new path for Nikola Tesla using the update equations



 $\hat{p}_i^S \sim \text{Multinomial}(\pi_k^S)$

Updating subject paths

Choose a subject at random. Let's say
Nikola Tesla

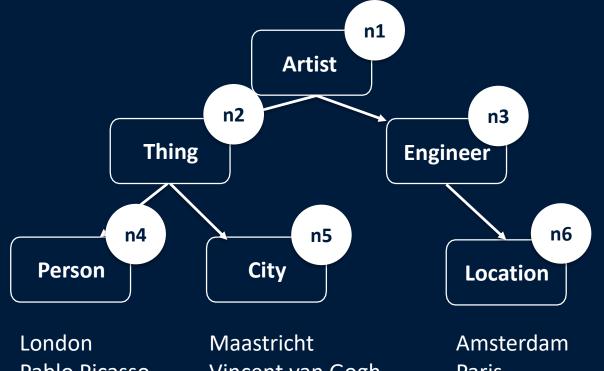
Remove <u>Nikola Tesla</u> from the tree

Sample new path for Nikola Tesla using the update equations

Let's say we sample path [n1, n2, n4]

if n_k is an internal node n1 if n_k is a leaf node **Artist** n2 n3 Thing Engineer n4 n6 n5 City Person Location London Maastricht Amsterdam Pablo Picasso Vincent van Gogh Paris Salvador Dali Thomas Edison Nikola Tesla

Maastricht University



Pablo Picasso Salvador Dali Nikola Tesla

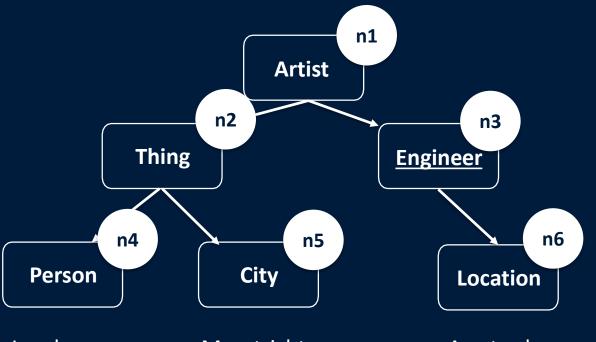
Vincent van Gogh

Paris

Thomas Edison

•••

As before choose a tag at random. Let's say Engineer



London Pablo Picasso Salvador Dali Nikola Tesla Maastricht Vincent van Gogh

•••

Amsterdam

Paris

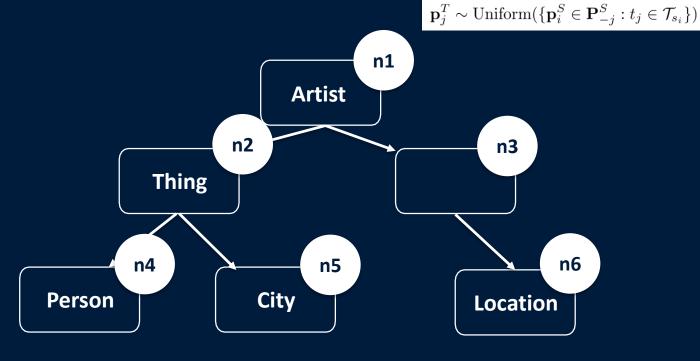
Thomas Edison

•••



As before choose a tag at random. Let's say **Engineer**

Sample new path for Engineer using update equation



London Pablo Picasso Salvador Dali Nikola Tesla Maastricht Vincent van Gogh

•••

Amsterdam

Paris

Thomas Edison

•••

As before choose a tag at random. Let's say Engineer

Sample new path for Engineer using update equation

Let's say we sample path: [n1, n2, n4]

We now have to sample a tag level

 $\mathbf{p}_{i}^{T} \sim \text{Uniform}(\{\mathbf{p}_{i}^{S} \in \mathbf{P}_{-i}^{S} : t_{i} \in \mathcal{T}_{s_{i}}\})$ n1 **Artist Engineer** n2 n3 Thing n4 n5 n6 City Person Location

London Pablo Picasso Salvador Dali Nikola Tesla

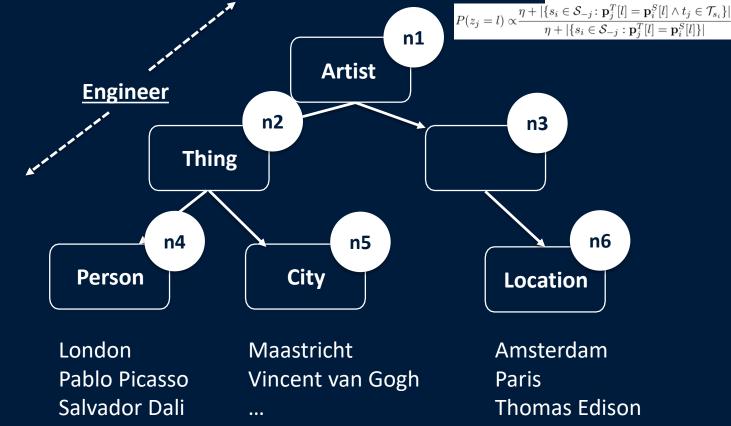
Maastricht Vincent van Gogh Amsterdam Paris Thomas Edison

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Maastricht University

Updating tag levels

Sample a level for Engineer using the update equations



Nikola Tesla

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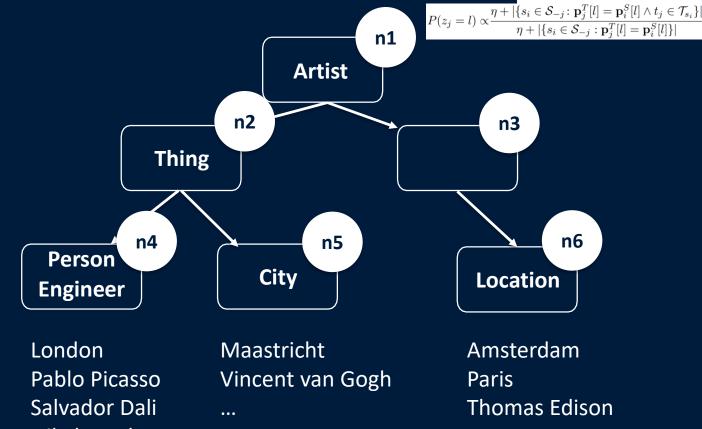


 $z_i \sim \text{Multinomial}(\pi_k^T)$

Updating tag levels

Sample a level for **Engineer** using the update equations

Let's say we sample level 3



Nikola Tesla

...

• • •



 $z_j \sim \text{Multinomial}(\pi_k^T)$

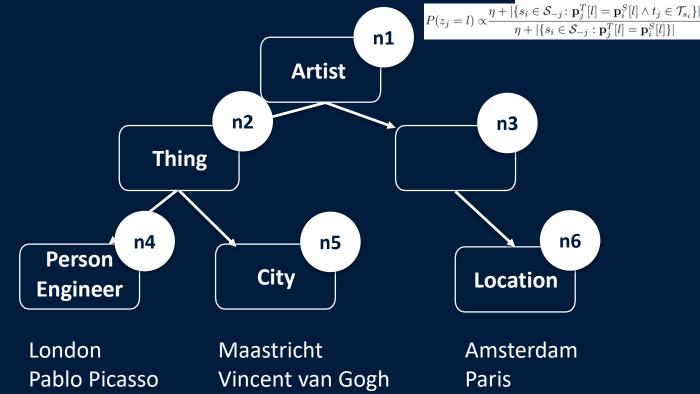
Thomas Edison

Updating tag levels

Sample a level for Engineer using the update equations

Let's say we sample level 3

We have now generated a local neighbor, i.e. a candiadate solution



•••

Salvador Dali

Nikola Tesla

••

Maastricht Universit

Simulated Annealing

Candidate solutions are evaluated according to an **objective function**

$$J = \sum_{s_i \in \mathcal{S}} \sum_{n_k \in \mathbf{p_i^S}} \sum_{t_j \in \mathcal{T}_{n_k}} \begin{cases} \frac{1}{|\mathcal{T}_{n_k}|} & \text{if } t_j \in \mathcal{T}_{s_i} \\ 0 & \text{otherwise} \end{cases}$$
$$- \sum_{s_i \in \mathcal{T}} \sum_{n_k \in \mathbf{p_i^S}} \begin{cases} |\mathcal{T}_{n_k}| + \alpha & \text{if } \mathcal{T}_{n_k} \cap \mathcal{T}_{s_i} = \emptyset \\ 0 & \text{otherwise} \end{cases}$$
$$- \sum_{s_i \in \mathbf{T}} \sum_{n_l \in \mathbf{p_i^S}} \begin{cases} |\mathcal{T}_{n_k}| (L - n_k^{level}) + \alpha & \text{if } |\mathcal{T}_{n_k}| > 1 \\ 0 & \text{otherwise} \end{cases}$$

... and accepted according to an annealing schedule

$$\mathbb{P}(x = x') = \exp(-\frac{J_x - J_{x'}}{\theta_{iter}}) \qquad \theta_{iter} = \theta_0 * \frac{\theta_{final}}{\theta_0} \frac{iter}{iter_{max}}$$

$$\theta_{iter} = \theta_0 * \frac{\theta_{final}}{\theta_0} \frac{iter}{iter_{max}}$$

Evaluation Setup

- Run our algorithm on three <u>real-world datasets</u>:
 - Carnivora
 - DBpedia
 - WordNet
- Calculate <u>F1-scores</u> obtained using induced subsumption axioms and <u>gold</u> <u>standard</u> axioms for each dataset
- Compare F1-scores with <u>baselines</u> implemented from the literature



Results

• Results are **comparable** or **better than** state-of-the-art approaches

Model	Carnivora	Dbpedia	WordNet
Heymann and Garcia-Molina	0.9765	0.8673	0.5447
Schmitz	0.9831	0.8502	0.6988
Wang et al. (2012)	0.8571	0.6481	0.4462
Wang et al. (2018)	0.6908	0.5318	0.4286
Pietrasik and Reformat	0.9731	0.8788	0.6171
Our Model	<u>0.9866</u>	<u>0.8981</u>	0.5508



Conclusions and Future Work

- Path based models from topic modelling <u>can be used</u> for class taxonomy induction in knowledge graphs
- Biggest drawback of our model is that it is <u>slow</u>
 - Our model <u>does not scale</u> well to large datasets
- Future work will focus on <u>improving the scalability</u> of the model
 - Improve <u>sampling distributions</u> in update steps
 - Look into alternative optimization schemes

